FLEX - DATA BINDING

http://www.tutorialspoint.com/flex/flex_data_binding.htm

What is Data Binding?

Data Binding is a process in which data of one object is tied to another object. Data binding requires a source property, a destination property and a triggering event which indicates when to copy the data from source to destination.

Flex provides three ways to do Data Binding

- Curly brace syntax in MXML Script ({})
- <fx:binding> tag in MXML
- BindingUtils in ActionScript

Data Binding - Using Curly Braces in MXML

Following example demonstrates using curly braces to specify data binding of a source to destination.

```
<s:TextInput />
<s:TextInput />
```

Data Binding - Using <fx:Binding> tag in MXML

Following example demonstrates using <fx:Binding> tag to specify data binding of a source to destination.

```
<fx:Binding source="txtInput1.text" destination="txtInput2.text" />
<s:TextInput />
<s:TextInput />
```

Data Binding - Using BindingUtils in ActionScript

Following example demonstrates using BindingUtils to specify data binding of a source to destination.

```
<fx:Script>
   <![CDATA[
      import mx.binding.utils.BindingUtils;
      import mx.events.FlexEvent;

      protected function txtInput2_preinitializeHandler(event:FlexEvent):void
      {
         BindingUtils.bindProperty(txtInput2,"text",txtInput1, "text");
      }
]]>
</fx:Script>
<s:TextInput />
<s:TextInput
preinitialize="txtInput2_preinitializeHandler(event)"/>
```

Flex Data Binding Example

Let us follow the following steps to see skinning in action in a Flex application by creating a test application:

Step	Description

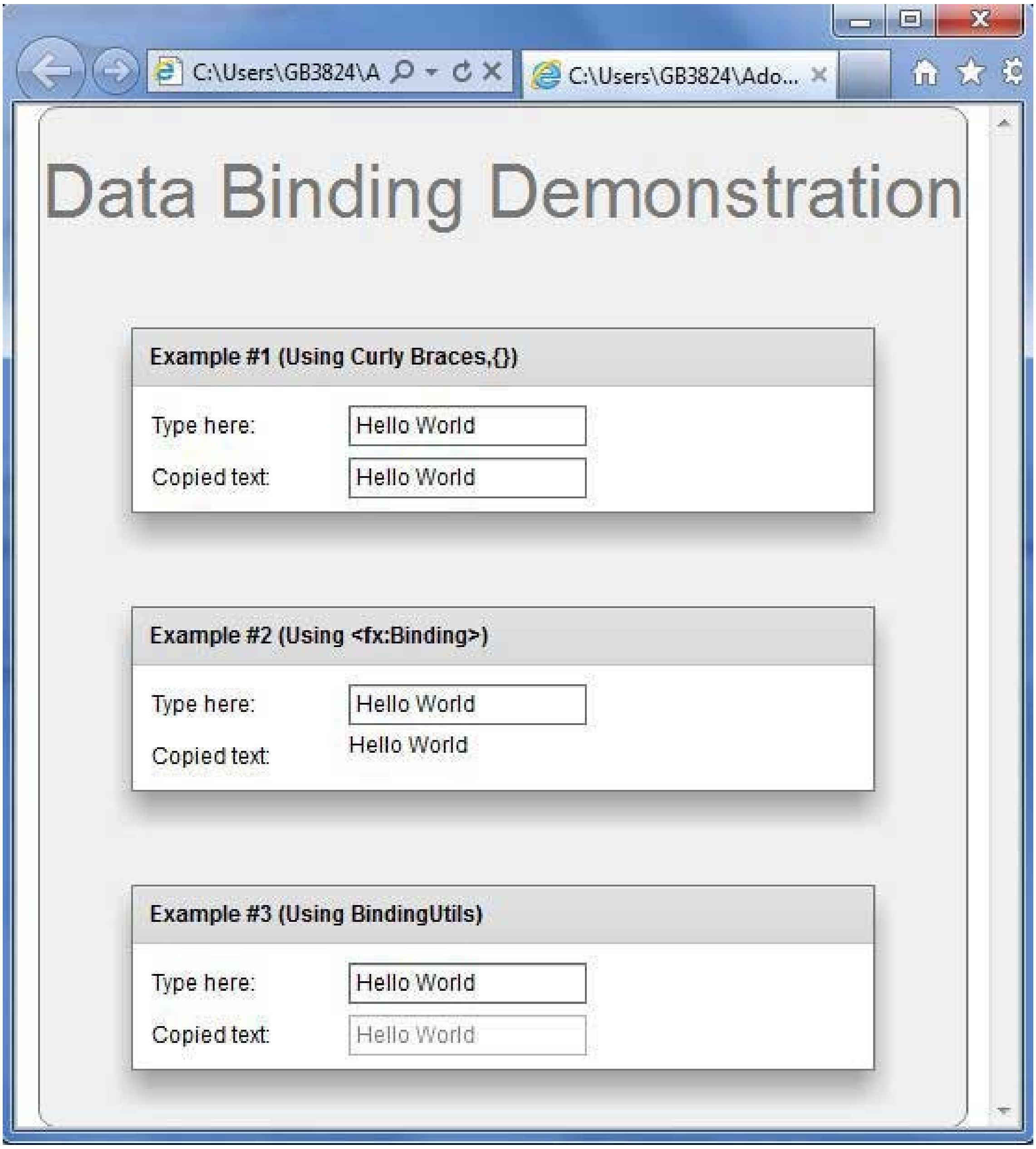
1	Create a project with a name *HelloWorld* under a package *com.tutorialspoint.client* as explained in the *Flex - Create Application* chapter.
2	Modify *HelloWorld.mxml* as explained below. Keep rest of the files unchanged.
3	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the modified **HelloWorld.mxml** file **src/com/tutorialspoint/client/HelloWorld.mxml**.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
   xmlns:s="library://ns.adobe.com/flex/spark"
   xmlns:mx="library://ns.adobe.com/flex/mx"
   width="100%" height="100%" minWidth="500" minHeight="500"
   >
   <fx:Style source="/com/tutorialspoint/client/Style.css"/>
   <fx:Script>
   <![CDATA[
      import mx.binding.utils.BindingUtils;
      import mx.events.FlexEvent;

      protected function txtInput6_preinitializeHandler(event:FlexEvent):void
      {
         BindingUtils.bindProperty(txtInput6,"text",txtInput5, "text");
      }
      ]]>
   </fx:Script>
   <fx:Binding source="txtInput3.text" destination="txtInput4.text" />
   <s:BorderContainer width="500" height="550"
   styleName="container">
      <s:VGroup width="100%" height="100%" gap="50" horizontalAlign="center"
      verticalAlign="middle">
         <s:Label
         fontSize="40" color="0x777777" styleName="heading"/>
         <s:Panel title="Example #1 (Using Curly Braces,\{\})" width="400"
         height="100" >
            <s:layout>
               <s:VerticalLayout paddingTop="10" paddingLeft="10"/>
            </s:layout>
            <s:HGroup >
               <s:Label text = "Type here: " width="100" paddingTop="6"/>
               <s:TextInput />
            </s:HGroup>
            <s:HGroup >
               <s:Label text = "Copied text: " width="100" paddingTop="6"/>
               <s:TextInput />
            </s:HGroup>
         </s:Panel>
         <s:Panel title="Example #2 (Using &lt;fx:Binding&gt;)" width="400"
         height="100" >
            <s:layout>
               <s:VerticalLayout paddingTop="10" paddingLeft="10"/>
            </s:layout>
            <s:HGroup >
               <s:Label text = "Type here: " width="100" paddingTop="6"/>
               <s:TextInput />
            </s:HGroup>
            <s:HGroup >
               <s:Label text = "Copied text: " width="100" paddingTop="6"/>
               <s:Label />
            </s:HGroup>
         </s:Panel>
         <s:Panel title="Example #3 (Using BindingUtils)" width="400"
            height="100" > <s:layout>
               <s:VerticalLayout paddingTop="10" paddingLeft="10"/>
            </s:layout>
            <s:HGroup >
               <s:Label text = "Type here: " width="100" paddingTop="6"/>
               <s:TextInput />
            </s:HGroup>
            <s:HGroup >
               <s:Label text = "Copied text: " width="100" paddingTop="6"/>
               <s:TextInput enabled="false"
               preinitialize="txtInput6_preinitializeHandler(event)"/>
            </s:HGroup>
         </s:Panel>
      </s:VGroup>
   </s:BorderContainer>
</s:Application>
```

Once you are ready with all the changes done, let us compile and run the application in normal mode as we did in Flex - Create Application chapter. If everything is fine with your application, this will produce following result: [Try it online]



Data Binding Demonstration

Example #1 (Using Curly Braces,{})

Type here: Hello World

Copied text: Hello World

Example #2 (Using <fx:Binding>)

Type here: Hello World

Copied text: Hello World

Example #3 (Using BindingUtils)

Type here: Hello World

Copied text: Hello World